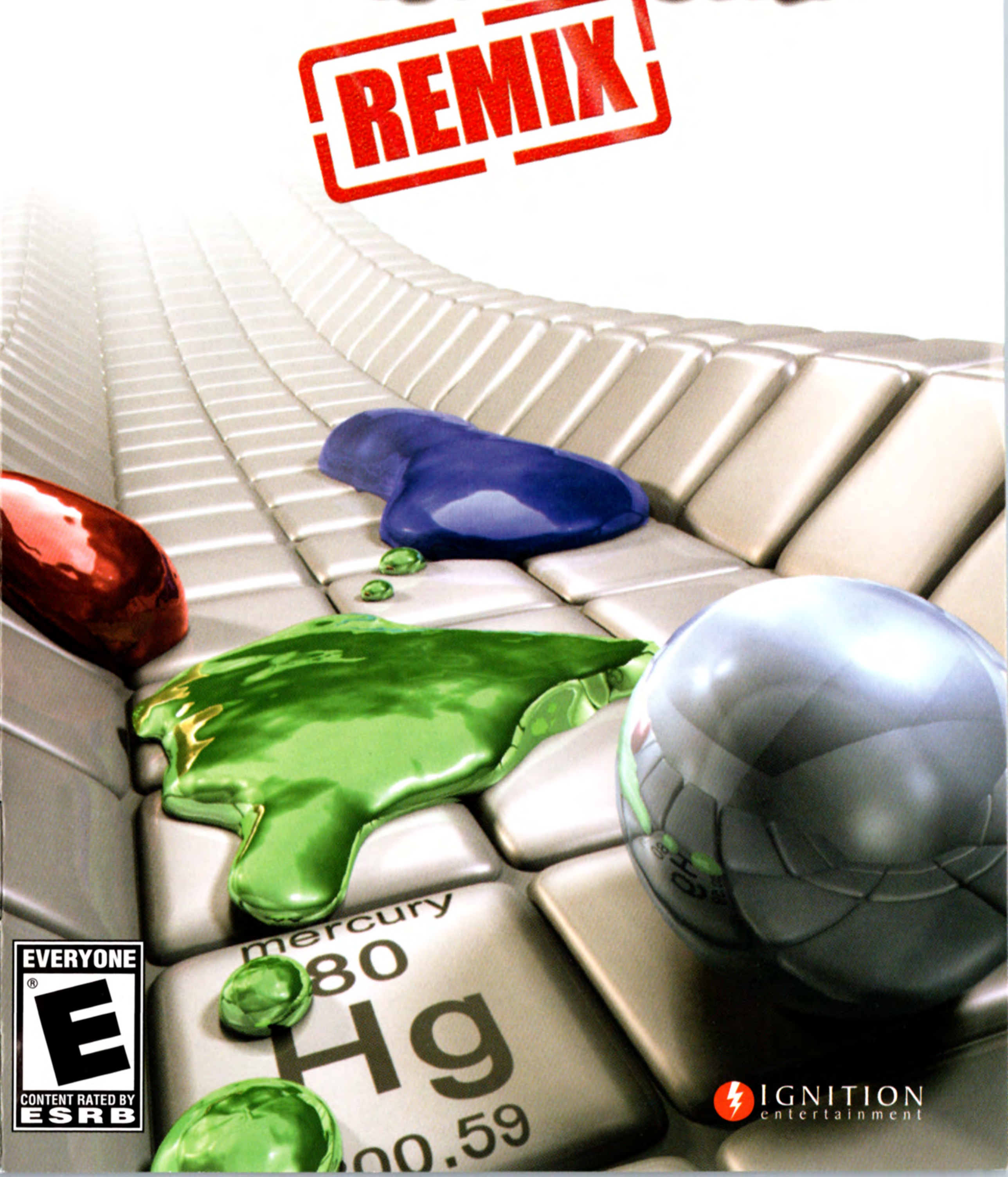
MERCURY MELTDOWN

REMIX



EVERYONE

CONTENT RATED BY ESRB

IGNITION entertainment

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

MERCURY MELTDOWN REMIX

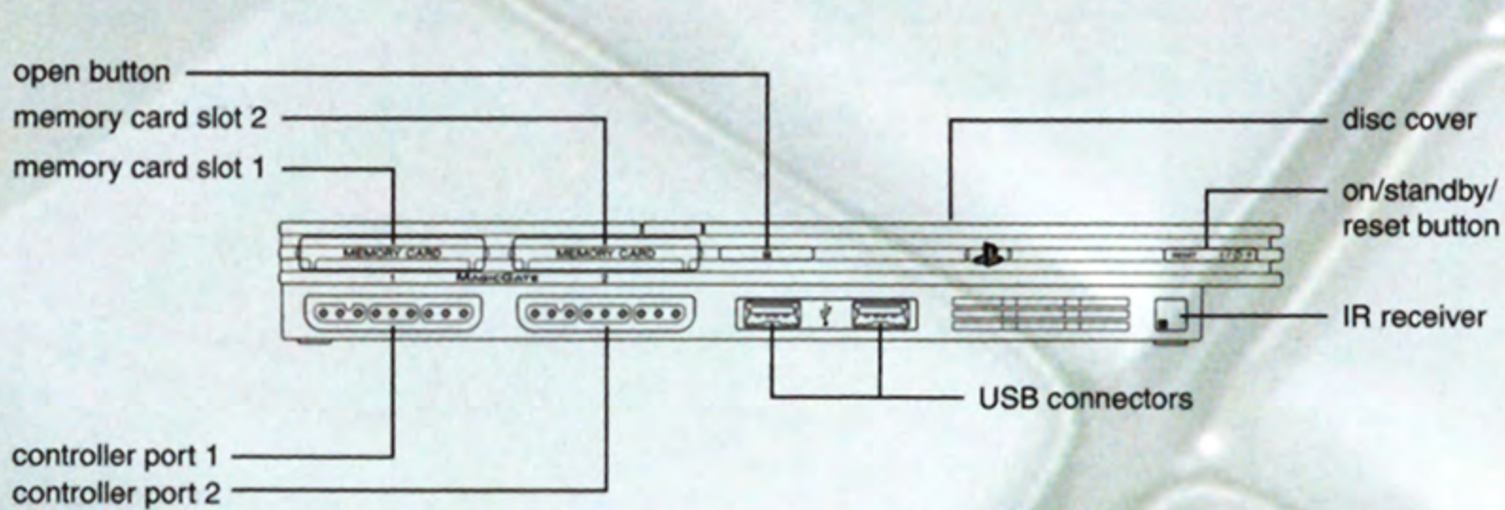
Contents

Getting started 2
Starting Up, Game Controls 3
Welcome to Mercury Meltdown Remix:
- Title Screen 4
- Profile Menu 4
- Tutorial 5

Mercury Meltdown Remix the Game:
- Single player 6
- Test Tubes 6
- Game Progress 6
- Level Status Panel 7
- Laboratories 7
- Camera Controls 7
- Free look mode 8
- How to play 8
- Game Screen 8
- Scoring and Progress 9

Color mixing rules 10
Game Objects 12
Options Menu 14
Extras Menu 15
Ghosts and replays 16
Party Games 17
Credits 22
Technical Support 24
Warranty 25

GETTING STARTED*



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the MERCURY MELTDOWN REMIX™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Game Controls

Control	In Game	In Menu
Directional buttons	In Free-look mode select object	Select Menu Item
Left analog stick	Tilt tray	Select Menu Item
Right analog stick	Tilt/Rotate Camera	–
⊗	–	Confirm Selection
○	–	–
□	–	Delete character
△	–	Cancel
L1	Zoom out	–
R1	Zoom in	–
L2	Select next blob left	–
R2	Select next blob right	–
R3	Change between single- and multi-blob tracking modes	–
START	Pause	–
SELECT	Free-look/help mode	–

Welcome to Mercury Meltdown!

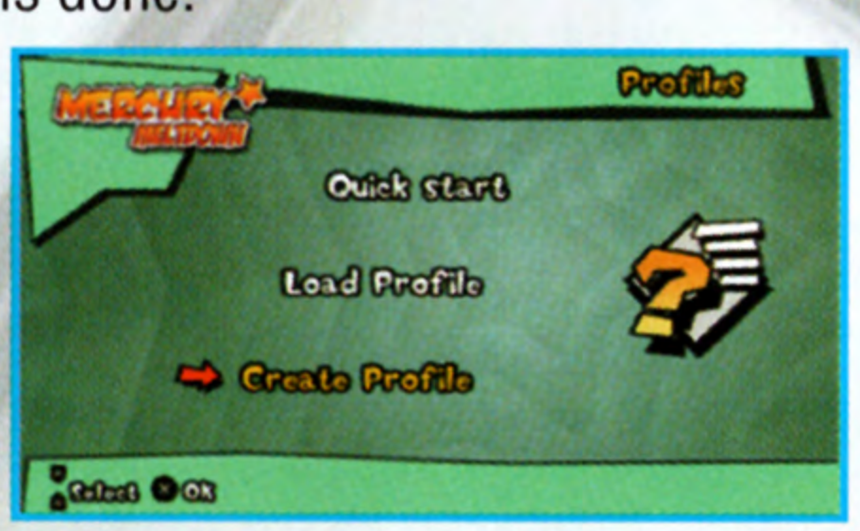
Once again, you must take control of the metallic blob and guide it through all the hazards that stand in your way!

Title Screen

Press the START button or ⊗ while at the title screen to proceed. If you do not press any keys the game will return to this screen and then enter Demo Mode.

Profile Menu

A profile is a record of your progress in the game. The first time you play you will probably want to create a Profile, and here's how it is done:



Select “Create Profile” and enter the name you want to be known by and a 3-letter nick-name using the on-screen keyboard. Finish each entry by selecting “OK”.

Note: If you have played previously, the game will automatically load the most recently played player profile. Other profiles may be loaded from the Options menu.

Your new Profile will be saved to the memory card (8MB) (for PlayStation®2) if one is present. Mercury Meltdown Remix uses an auto-save feature so your updated Profile will be saved whenever you make new progress in the game.

Once you have finished saving your Profile you are given the option of playing through the Tutorial. If you want to get straight into the action without creating a Profile you may choose the “Quick Start” option. This will start the game with a default profile. When using Quick Start auto-saving is disabled. If you decide you would like to save your progress after using Quick Start you can do so by manually saving the game after a level. When you do this you will be able to create a Profile and auto-save will be enabled.

Tutorial

The Tutorial introduces you to how to play Mercury Meltdown Remix. We recommend everyone plays it at least once to learn about the goals of the game and the obstacles you will face!
If you decide not to play the Tutorial immediately after creating your Profile, don't worry! The Tutorial can be played again at any time by selecting it from the “Extras” menu.

Mercury Meltdown Remix - The Game

The game starts by showing you the main menu:

If you leave the game idle while this screen is displayed you can watch the demonstration mode to see what lies in store!
Alternatively, you can select a menu option and see for yourself.

Single Player

This menu option takes you to the main game. The first thing you see is the level selection screen:

Test-Tubes

Each level is represented by a test-tube. Use ⇦⇨ to rotate the ring of test-tubes. Each test-tube starts off empty.
When you have played a level the test-tube will fill with as much mercury as you saved on that level.
When you have saved all of the mercury on a level, the tube is full and a cork will appear in the top. As well as the cork, there might be two tags attached to the tube – one for achieving the #1 spot on the high score table for that level and one for collecting all the bonus items. When you collect all the mercury AND both tags you will get a golden cork in your test tube instead of a normal one!

Game Progress

- Lab Unlock – This indicates the amount of mercury you have saved towards unlocking the next laboratory. When it is full the next set of levels will be yours!
- Party Game Unlock – Shows you your progress to unlocking the next party game. Collect bonuses to fill this bar.

Level Status Panel

This area shows the status of the current level:

- **Mercury** - **How much you have saved**
- **Bonus** - **How many of the bonus items you have collected.**
- **Time** - **The fastest time in which you have completed the level.**
- **High-Score Table** - **The 5 best-ever scores on this level.**

Laboratories

There are 8 laboratories in Mercury Meltdown Remix and each contains 16 levels. You must save a certain amount of mercury before the next laboratory unlocks.

Within each laboratory, you can play the levels in whichever order you prefer. You can always come back to levels to try and improve your score or the amount of mercury you've saved as well.

Camera Controls

The game camera has two modes: single-blob tracking and multi-blob tracking. In multi-blob tracking mode the camera will automatically adjust to keep all of the mercury visible on-screen at all times. In single-blob tracking mode you can control which blob of mercury you are looking at. You can also zoom in very close to the action in single-blob tracking mode.

The camera mode controls are:

- **R3**

  Change between single- and multi-blob tracking modes

- L2 & R2

  Change tracking to a different blob (multi-blob mode only).

This icon appears on the screen briefly when you have switched the camera into multi-blob tracking mode.

This icon appears on the screen briefly when you have switched the camera into single-blob tracking mode.

Free-look Mode

Press the Select button to access free-look mode. This mode pauses the game and allows you to freely control the camera. This way you can inspect the level and decide on the best way to win! You can also get hints on what the different objects do. The controls are:

Left Analog Stick

Move the camera around the level

Right Analog Stick

Rotate the camera

Directional Buttons

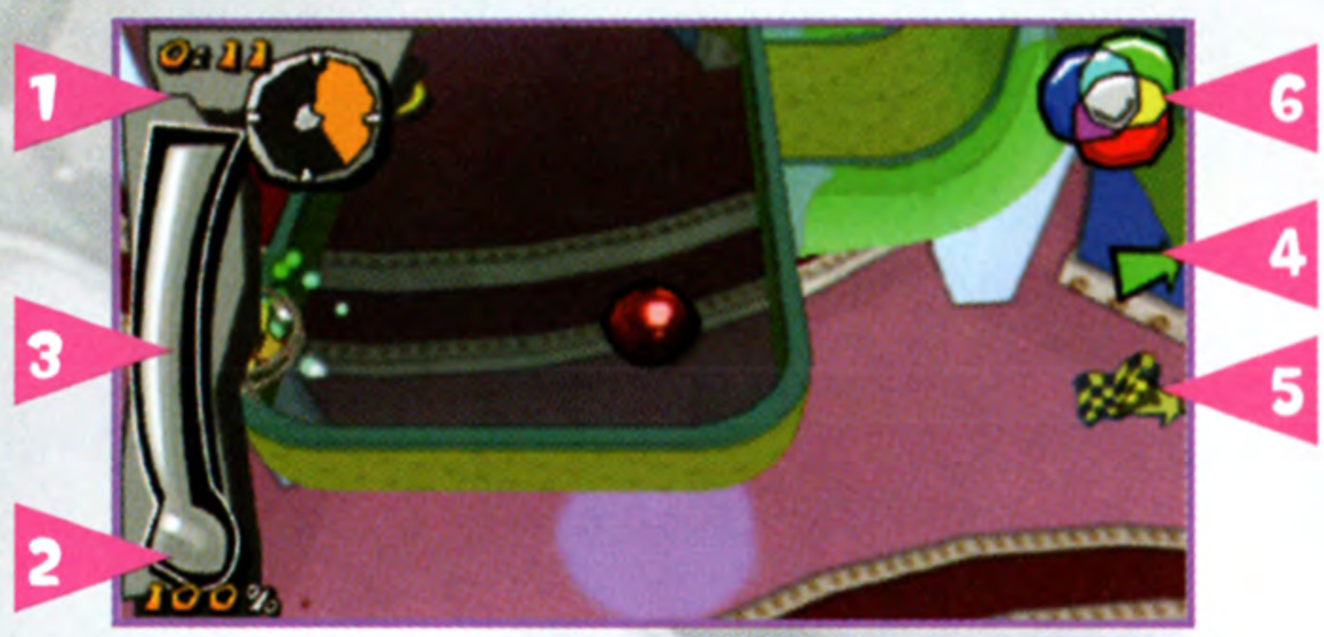
Select an object to inspect and read the hint text.

How to play!

The object of the game is simple – get as much mercury to the finish pad as possible, as quickly as you can!

Some levels have more than one finish pad. Some finish pads are colored and your mercury must match that color before you can win! Any amount of mercury is enough – even if the tiniest blob touches the finish you will succeed. However, on some levels you will not be able to reach the finish at all unless you save a certain amount of your mercury.

Game Screen



1. **Time Remaining:** This will count down as time passes. Try to finish the level before time expires!
2. **Mercury Remaining:** This gauge displays how much of your mercury you still have left.
3. **Mercury Required:** If the mercury remaining gauge drops below this level you will lose.

4. **Blob Arrow:** This arrow points to any blobs of mercury that are currently off-screen.
5. **Finish Arrow:** This arrow points in the direction of the finish pad. If the level has more than one finish pad there will be more of these arrows.
6. **Color-mixing Chart:** The color-mixing rules are explained later but this diagram is an easy reminder of how to combine blobs to make the correct colors. In certain situations the Timer (1) will be replaced with a face. The different expressions on the face have different meanings:

You successfully completed the level!

Oops! You fell off. . .

You lost too much of your mercury.

You can no longer change your mercury into a color that is required to complete the level. e.g. If the finish pad is yellow you would need red+green blobs to make yellow. If you lose your green blob and only have red left this face will be shown and the level will end.

Time has expired. You can still finish the level and make progress but your score won't be the greatest.

Scoring and Progress

When you successfully complete a level you will be awarded a score based on how much mercury you saved and how fast you reached the finish. Each level has a par time. If you are quicker than the par time you will get extra points! You also receive bonus points if you collect the bonus objects on your way to the finish. The game always keeps track of your time and mercury saved so you can return to a level later and try and improve your performance if you want to.

You will be rewarded for your efforts as well. Saving more mercury will unlock new levels for you to play. Collecting the bonus items will unlock party games and other fun items. Achieving the #1 High Score on all levels will unlock. . .well, perhaps we'll keep that one as a mystery!

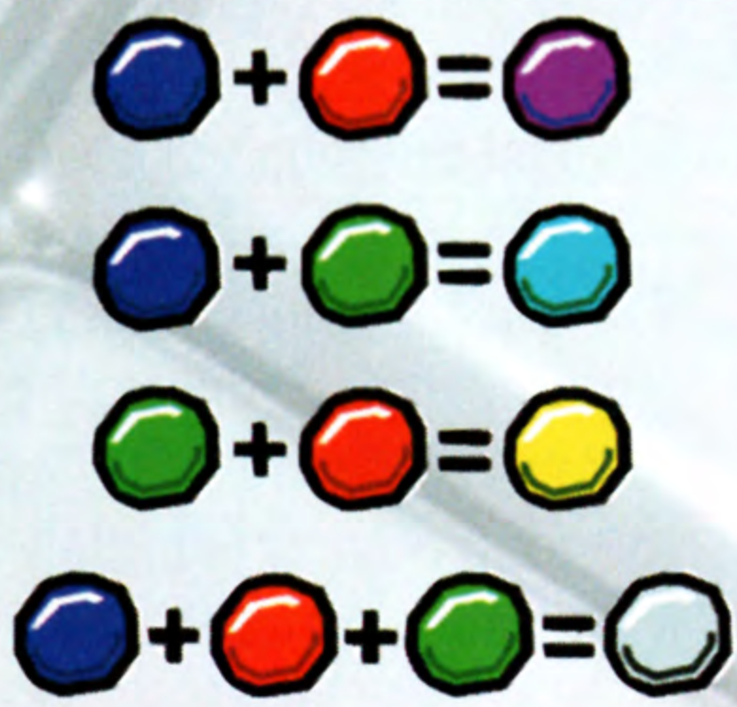
The score values are:

- **1% Mercury = 500 points. 100% Mercury = 50,000 points**
- **Beating Par Time = 1000 points for every second**
- **Bonus Items = 2000 points**

Color Mixing Rules

Mercury colors obey the rules of the spectrum of light. That means the three primary colors are **red**, **green** and **blue**.
This is different from the primary colors of painting (**red**, **yellow** and **blue**) and the mixing rules are different as well.
Here is a helpful diagram to illustrate those differences!

Primary Color
Blue + Red
Blue + Green
Green + Red
Blue + Red + Green



Secondary Color
Blue + Red
Blue + Green
Green + Red
Blue + Red + Green

Color Mixing Examples

- If a small Red blob is mixed with a large Green blob, the resulting blob will be pure Yellow and the size will be equal to the two blobs combined.
- If a small Magenta blob (made up of Blue + Red) is mixed with a large Green blob, the resulting blob will be Silver.

The size of the blobs doesn't matter when it comes to mixing and creating new colors. Even if one blob is huge and the other is as small as possible the mixing of the colors will still take place.

Success!

When you beat a level in Mercury Meltdown Remix you'll be told how well you did. You see your score, how much mercury you saved and how fast you were. If you were particularly great and collected all the bonus items, or set the top high score on that level, well in that case... you'll have to wait and see what happens when you make these great achievements!

Once your stunning victory has been adequately acknowledged you get the opportunity to enter your initials to go with your score providing your score was good enough for the high-score table. After that you will see the following choices:

- Retry Level if you want to try the level again...
- Go To Next Level... if you don't.
- Back to Level Select returns you to the level selection screen.
- View Replay if you want to view the replay of your performance on the level.
- Save Replay if you want to save the replay to your memory card (8MB) (for PlayStation®2).

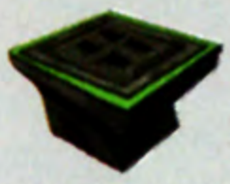
If you chose to play with the Ghost activated you also get a chance to save the Ghost Data before exiting the level.

Failure...

If you lose too much mercury, or lose the wrong color mercury you will fail the level you are presented with the following options:

- Retry Level if you want to try the level again...
- Back to Level Select returns you to the level selection screen.
- View Replay if you want to view the replay of your performance on the level.
- Save Replay if you want to save the replay to your memory card (8MB) (for PlayStation®2).

Game Objects



Air Jet: These emit intermittent jets of air that will blast your mercury upwards. Sometimes helpful, sometimes not!

Attractor: When you get close to one of these it will try to pull you in.

Bonus: Collect these to score more points and unlock party games.

Bounce Pad: When you hit one of these you will bounce straight back again.

Control Platform: Balance your blob on the edge of these platforms and they will move in that direction.

Conveyor: Conveyors will have varying speeds and levels of traction.

Crumble Block: Watch out for these! Once your blob has touched them they will crumble into nothing after a few seconds.

Propellor: Some of these suck. Some blow. Either way you will need to be careful when trying to get past them!

3-way Color Changer: This object will change your blob into one of three new colors depending on which side you touch.

Door: Figuring out the correct way of opening doors is the key to many levels!

Finish Flag: These objects float above the finish flags to make them easy to see.

Flux Transmitter: These objects transmit power from one place to another and allow switches to activate objects a long way away.

Force Field: These invisible barriers can act as walls or floors. Like so many objects in this game they can either help or hinder!

Gear: These objects will move under their own power and may block off areas, or allow access to new ones.

Grav Bender: Gravity behaves in strange ways inside these objects. when you see one you can be sure you're in for a strange and challenging time!

Gravity Door: These doors are opened and closed automatically by the tilting of the tray.

Guillotine: As you would suspect this object will cut your blob in half if you get caught under it.

Filter: These color-coded force barriers will only let you pass if your blob is the matching color.

Huebrick: Give Huebrick a push and he will roll over. Certain switches will only work if Huebrick is rolled onto them – and his color must match that of the switch as well!

Jacob's Ladder: This object is a deadly hazard. If you stray too close its bolts of lightning will destroy your blobs. Some of these objects will only destroy mercury of a particular color.

Bridge: You will have to figure out puzzles to lower these bridges. And sometimes they might not stay lowered for very long!

LubeCube: This little guy carelessly leaves a poisonous trail as he travels around. Be careful not to touch it!

Mercoid: Beware Mercoids! They will chase you and if they catch you they will eat your mercury.

Jerkoid: This type of mercoid can shoot lightning bolts from its antennae just like a Jacob's Ladder! And with the same nasty results. . .

Spectroid: This type of Mercoid prefers to eat mercury of a particular color.

Platform: These platforms move under their own power unlike the Control Platforms.

Paint Shop: Pass your mercury through one of these and you will be changed into the corresponding color.

Pendulum: Dodge these menaces as they swing back and forth.

Pile Driver: If you get caught under one of these you'll get smashed to pieces!

Pressure Switch: You will need a certain amount of mercury to activate a pressure switch. As more mercury touches the pressure pad the chevrons will light up. When all chevrons are lit the switch will activate.

State Changer: Any item that looks like this will transform your blob into one of four possible “states”: Normal, Cold, Hot or Solid State.

Pusher: These things continually push in and out and will be cunningly placed to force you to dodge them or lose your blobs!

Repulsor: The opposite of an Attractor, these objects will push your blobs away from them.

Schizoid: This aggressive relative of the common Mercoid will chase you but when it catches you it doesn't eat you. It explodes and scatters your blob to the four winds!

See-Saw Bridge: These bridges tip as your mercury crosses them. They remain tipped the way you leave them. So take care that this doesn’t cause you problems later!.

Spinner: Some of these need to be pushed to rotate. Some spin under their own power.

Stan: Stan is constantly on the move. If his path is obstructed he will just turn away and keep going. Certain switches can only be activated by Stan so you'll have to learn how best to steer him!

Stan/Huebrick Switch: These switches can only be activated by either Stan or Huebrick so it's up to you to persuade those guys to roll over them!

Switch: The most common item for triggering actions. Just roll your blob over the switch – providing your blob is the correct color of course!

Teleporter: These objects work in linked pairs. Roll your blob into one and it will be transported instantly to the other teleporter.

Options Menu

The options menu allows you to customize the game's behavior to suit your tastes. It contains the following categories:

Camera

The camera sub-menu allows you to change two things:

- Snapping – Pressing the buttons to rotate the camera left and right normally causes it to “snap” 90 degrees in the chosen direction. This can be changed to 45 degrees or freely rotating with no “snap” at all.
- Direction – Changes the direction of the camera rotation.

Control
The controller sub-menu allows you to choose between the available button configurations.

Audio
The audio sub-menu allows you to change the volume of the background music and game sound effects respectively.

Profile
This sub-menu is where you can save, load or change player profiles. You can also switch Auto-save on or off.

Ghost Player
The Ghost is a new feature of Mercury Meltdown Remix. When activated, you will see a ghost replay of your best performance on a level while you are playing. These ghosts can also be saved to the memory card (8MB) (for PlayStation®2). For more information see the section on Ghosts and Replays.

Color Chart
This option enables or disables the color-mixing chart that appears in the top-right of the game screen during play.

Extras Menu

Tutorial
You can play the tutorial at any time by selecting this option.

Playground
The Playground is a special Mercury level. It cannot be won or lost but it contains a lot of the different game objects. It can be used for practice or just for fun.

Videos
As you progress through the game you will see certain video sequences. Once seen they are added to this sub-menu so you can view them again.

Sound and Music
This sub menu allows you to play all of the game's sound effects and music tracks.

Credits
This option will play the game's credits sequence.

Ghosts & Replays

Mercury Meltdown offers two ways of recording your great performances: Ghosts and Replays.

Replays

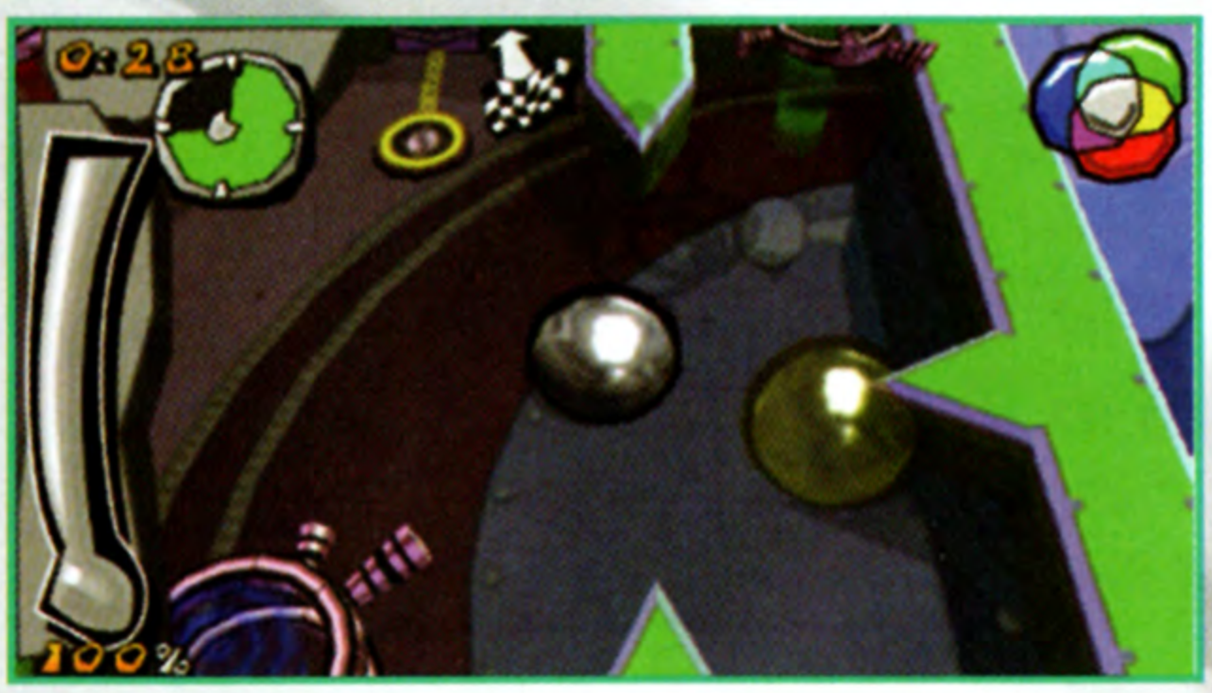
You can choose to save a replay at the end of any level whether you won or lost. At the end of a level you may choose to view a replay of your last attempt even if you don't save it to a memory card (8MB) (for PlayStation®2). You can save multiple replays of a single level. The only limit is the space on your memory card (8MB) (for PlayStation®2). You can choose "Load Replay" from the main game to view any of your saved replays.

Ghosts

A ghost is a slightly different type of replay. You can switch "Ghost Player" on in the main game options. If you do then the following things happen:

Whenever you play a level a "ghost player" will be recorded – this is a recording of your best performance on the level. If you then play the level again you will see the ghost image of your best performance – try to beat it!

If you get a better score than any existing Ghost recording, your new performance will replace the old ghost data. At the end of a level you will get the chance to save your ghost to the memory card (8MB) (for PlayStation®2). When loading a level, if ghost data exists for that level it will be loaded automatically. You can only store one ghost per level.

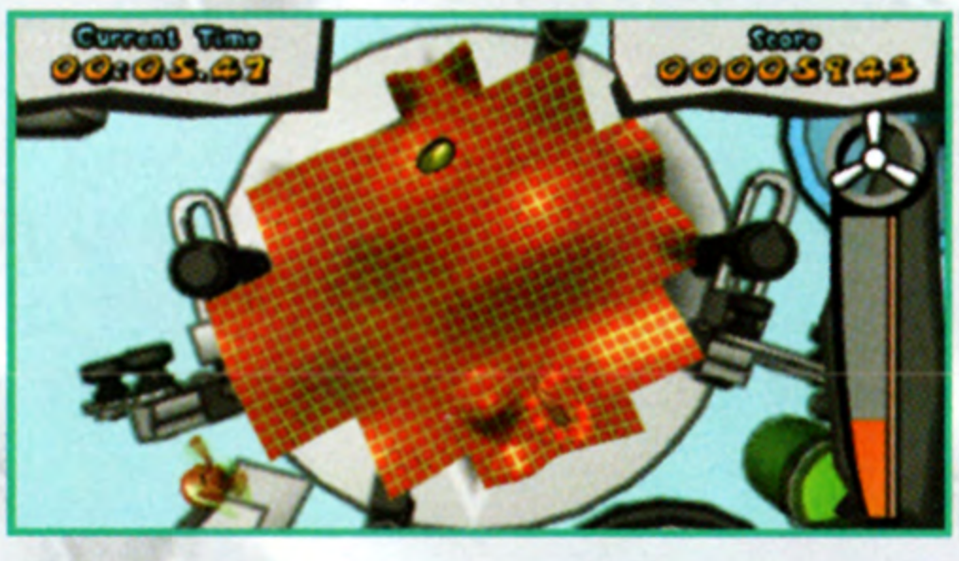


Party Games

If you collect enough bonus items in the main game you can unlock these great party games.

Each party game is preceded by a few screens of instructions and hints. If you wish to skip past all of these and get straight into the action press the START button.

Rodeo



In a Rodeo game the aim is simple – hang on as long as you can! Your blob is on a small tray that tips as normal. A fan moves on a rail that surrounds the level. The fan blows ever more strongly and you will not be able to hang on for long!
However, as we are kind to you we have added a pick-up that slows the fan down temporarily. You will need to grab as many of these as possible to beat the highest scores!

Rodeo Controls:

Use the left analog stick to tilt the tray.

Paint

To win a game of Paint your mercury blob leaves a colored trail behind. Use this colored trail to cover more area than your opponent before time runs out!

When playing Paint your opponent is a Paintoid. Paintoids are cousins to the Mercoids but they're a bit friendlier and they leave behind a colored trail too! If you get too close to a Paintoid it will teleport away from you.

Paint Game Power-ups

Bomb:
If you touch a bomb it will explode and shower your mercury across the tray!

Paint Bomb:
Paint bombs also expode on touch. When a paint bomb explodes it covers the nearby area in the color of whoever touched it.

Water Bomb:
Water bombs explode on contact and wash the nearby area completely clean of paint.

Paint Controls:
Use the left analog stick to tilt the tray.

Shove

Shove is a game of skill and precision! Shove your mercury to the center of the target for maximum points. Avoid the hazards and pick up the multipliers as well.

Shove Score Multipliers

Shove Multiplier
Grab this item to multiply your score.

Shove Controls

Before shoving:
Use the left analog stick to aim your blob.
Use ⇦⇨ to move the blob
⊗ button: Set Shove power

After shoving:
□ button: Decrease friction (make the blob move faster)
○ button: Increase friction (slow the blob down)

Race

Race your mercury against the clock or another player!

Checkpoints
As you pass a checkpoint you will see your split time.

Booster
Hit these to get a huge speed boost for a short time.

Race Controls
Use the left analog stick to tilt the track.

Metrix

Metrix is a puzzle challenge. Place colored blobs so they form groups of 3 or more. When you connect 3 or more blobs they explode and three things happen: You fill some of the mercury gauge, you score points and you earn a few extra seconds of time. When the mercury gauge is full you advance one level. When time runs out the game ends and your score determines how well you did!

Firstly you place blobs in the hopper to make a set. A set is completed when 3 blobs are placed adjacent to each other – diagonals do not count. Place your blob-sets into the tray to explode any sets of 3 or more.

Metrix Pick-ups

Bonus Star
Explode these stars for extra points.

Bomb
When you detonate a Bomb it destroys all blobs in play that match its color.

Clock
If you pick up a Clock the countdown timer will stop for a few seconds.

Metrix Controls

Use the left analog stick or directional buttons to place blobs or sets

⊗ button – Confirm action

◎ button – Cancel action

Right analog stick – Move camera

Credits

Ignition Entertainment Ltd.

Managing Director
Vijay Chadha

Sales Director
Ajay Chadha

Marketing Director
Greg Baverstock

Finance Director
Ismail Essack

Head of Operations
Jim Philpot

Printed Materials Manager
Kelly-ann Styles

Product Managers
Peter Rollinson
Manoj Kumar

UK Sales Manager
Carl Franks

International Sales Manager
Phu Tien

Information Technology
Danny Bailey

Finance
Richard Cooke

Logistics
Joy Sreeraman

QA Manager
Rob Palfreman

QA Technicians
Arash Amini
Steve Chimes
Will Jenkins
Michelle Leonard
Steven Elkins
Dave Newson
Mike Watt

Localisation and DTP Support
Partnertrans

Special Thanks:
Ade Scotney, Fynlay Chadha,
Deborah and Robert Philpot,
Nicky, Bethany and Ellie Rollinson,
Vinnette, Corine, Manisha, Keair and Ramon,
Davs, Layla and Karina Sreeraman,
Jack Gooby.

Ignition Japan

General Manager
Kaz Takeshita

Ignition USA

President
Paul Robinson

Director of Product Development USA
Ken Gratz

Account Representative
Jaime Robinson

Digi-Guys

Creative and Managing Director
Andy Whitehurst

Ignition Banbury

Head of Studio
Ed Bradley

Head of Art
Drew Northcott

QA Manager
Rob Palfreman

Design
Rich Hancock
Mark Walden

Art
Norm Chung
Andy Debus
Dan McCaul
John Moss
Chris Sharpley
Nina Simeone
Kevin Wicks

Credits

Programming
Kieren Bloomfield
Ed Bradley (again)
Ste Butcher
Morris Butler
Oscar Forth
Gordon Hayes
Steve Jones
Jeb Mayers
Fred O'Rourke
Ade Smith
Gareth Thomas
Richard Turnbull

Audio
John Hancock
Gordon Hayes

QA Technicians
Arash Amini
Steve Chimes
Will Jenkins
Michelle Leonard
Dave Newson
Mike Watt

Administration
Bev Souter

Special Thanks To:
Ade Scotney (for keeping us going), Yuji Nakamura (for everything), Fynlay Chadha, Shino & Elise Gratz, Katie, Tyler, Xan, Troy & Tanner Robinson, Robert Philpot, Bethany and Ellie, Layla and Karina, Wendy, Nick & Thomas, Liz, Martine, Anne-Marie, Tor, Joanne, Justine, Caroline & Jess, Sue, Hannah, Tim, Mike, Mary & Jack, An, Kate, little Sammy man & Kiera, Joanne & Eimear, Jazz and Jack Gooby.

Thanks To:
SN Systems, Yeah THANKS 'Way of the Rodent', The Priory, The Exchange crew for liquid inspiration, Denise, The Flying Baguette, Our local games store staff, Bagel Bite for delivering our breakfast, Bog the Sanity Checker. Voice samples from Black 2 Black and Hallelujah.

TECHNICAL SUPPORT

For questions and concerns, please email **support@ignitionusa.com**

WARRANTY

Ignition Entertainment Ltd. warrants to the original consumer purchaser that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective product will be replaced free of charge. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Ignition Entertainment Ltd. to obtain support at (619)337-0628.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ignition Entertainment Ltd. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. This warranty is in lieu of other warranties and no other representations or claims of any nature shall be binding on or obligate Ignition Entertainment Ltd. Any warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ignition Entertainment Ltd. be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Ignition Entertainment Ltd. software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which may vary from state to state.

©2006 Ignition Entertainment Ltd.

Ignition Entertainment Ltd.
9517 Grossmont Summit
La Mesa, CA 91941

MERCURY METLDOWN

REMIX